

a bonus point display for displaying the number of bonus points received by each player at the game table; [and]

a controller connected to the bonus point display and having first means for causing the display to display an incremented number of bonus points received by each player as new bonus points are received by each player, and second means for causing the display to reset and to display a starting number of bonus points in response to the number of bonus points received by the associated player reaching the predetermined number of bonus points;

E1 a prize display including an indication of at least one prize available to each player who accumulates the predetermined number of bonus points, the prize display including at least one light emitting element associated with each indication, the controller being connected to the prize display and further comprising third means for controlling the light emitting elements associated with the indications on the prize display to indicate the prize received by each player; and

a dealer interface unit associated with the dealer of the primary game and positioned on the table adjacent to the dealer, the dealer interface unit including dealer control elements for signaling the controller to display bonus points on the bonus point display;

wherein the bonus point display comprises a player interface unit associated with each player of the primary game and positioned on the gaming table adjacent to the player of the primary game, each player interface unit including a display element to display the number of bonus points received by the associated player, the second means causing the player interface unit to reset the display element to display the starting number of bonus points;

wherein the player interface unit further comprises a player control element manipulated by the associated player to select the prize;

wherein the dealer control element of the dealer interface unit also signals the controller to activate the player control element at the player interface unit associated with the player who has accumulated the predetermined number of bonus points; [and]

wherein the player control element used by the player to select the prize is activated at the player interface unit by the controller in response to a signal from the dealer control elements of the dealer interface unit; and

wherein the device prevents unauthorized transfer of the accumulated bonus points to and from each player.

Please add the following new claims 68-94:

~~18~~ 68. (Newly added) An apparatus for controlling and displaying each player's progress in an auxiliary incentive game played simultaneously with a principal or primary casino table game directed by a dealer or croupier and played on a gaming table, the auxiliary game involving each player receiving bonus points during the course of playing the primary game and each player being eligible to receive a prize only after accumulating a predetermined number of bonus points, said apparatus comprising:

a bonus point display for displaying the number of bonus points received by each of a plurality of players at the gaming table; and

a controller connected to the bonus point display and having first input device receiving an input indicating a bonus point award for each of said players and causing the display to display an incremented number of bonus points received by each player when said input indicates that new bonus points are to be awarded to each player, and to maintain a number of bonus points received by each of said players when said input indicates that no new bonus point is to be awarded, and a second device causing the display to reset and to display a starting number of

bonus points in response to the number of bonus points received by the associated player reaching the predetermined number of bonus points.--

<sup>26</sup>  
~~--69.~~ (Newly added) An apparatus as defined in claim <sup>18</sup>~~68~~, wherein the bonus point display comprises a player interface unit associated with each player of the primary game and positioned on the gaming table adjacent to the player of the primary game, each player interface unit including a display element to display the number of bonus points received by the associated player.--

<sup>22</sup>  
~~--70.~~ (Newly added) An apparatus as defined in claim <sup>18</sup>~~68~~, wherein the bonus point display comprises a common display mounted for easy viewing by players at the gaming table, the common display having a display element for each player.--

<sup>22</sup>  
~~--71.~~ (Newly added) An apparatus as defined in claim <sup>22</sup>~~70~~, wherein the display element comprises an array of 'n' luminous indicators, where 'n' is the predetermined number of bonus points after which a prize is awarded.--

--72. (Newly added) An apparatus as defined in claim 68, further comprising:  
a player participation indicator for providing an indication of whether each player of the primary game has paid an additional wager to participate in the auxiliary game.--

--73. (Newly added) An apparatus as defined in claim 71, further comprising:  
a player participation indicator for providing an indication of whether each player of the primary game has paid an additional wager to participate in the auxiliary game.--

<sup>219</sup>  
~~74~~ (Newly added) An apparatus as defined in claim <sup>218</sup>~~68~~, further comprising:

means for resetting the bonus point display when the associated player leaves the gaming table.--

<sup>21</sup>  
~~75~~ (Newly added) An apparatus as defined in claim <sup>18</sup>~~68~~, further comprising:

a prize display including an indication of at least one prize available to each player who accumulates the predetermined number of bonus points, the prize display including at least one light emitting element associated with each indication, the controller being connected to the prize display and further comprising third means for controlling the light emitting elements associated with the indications on the prize display to indicate the prize received by each player.--

E2  
<sup>25</sup>  
~~76~~ (Newly added) An apparatus as defined in claim <sup>24</sup>~~75~~, further comprising:

a dealer interface unit associated with the dealer of the primary game and positioned on the table adjacent to the dealer, the dealer interface unit including dealer control elements for signaling the controller to display bonus points on the bonus point display.--

<sup>27</sup>  
~~77~~ (Newly added) An apparatus as defined in claim <sup>26</sup>~~69~~, further comprising:

a prize display including an indication of at least one prize available to each player who accumulates the predetermined number of bonus points, the prize display including at least one light emitting element associated with each indication, the controller being connected to the prize display and further comprising third means for controlling the light emitting elements associated with the indications on the prize display to indicate the prize received by each player.--

<sup>30</sup>  
--~~78~~. (Newly added) An apparatus as defined in claim <sup>27</sup>~~77~~, further comprising:

a dealer interface unit associated with the dealer of the primary game and positioned on the table adjacent to the dealer, the dealer interface unit including dealer control elements for signaling the controller to display bonus points on the bonus point display.--

<sup>31</sup>  
--~~79~~. (Newly added) An apparatus as defined in claim <sup>30</sup>~~78~~, wherein:

the player interface unit further comprises a player control element manipulated by the associated player to select the prize.--

<sup>32</sup>  
--~~80~~. An apparatus as defined in claim <sup>31</sup>~~79~~, wherein:

E2 the dealer control elements of the dealer interface unit also signal the controller to activate the player control element at the player interface unit associated with the player who has accumulated the predetermined number of bonus points; and

the player control element used by the player to select the prize is activated at the player interface unit by the controller in response to a signal from the dealer control elements of the dealer interface unit.--

<sup>33</sup>  
--~~81~~. (Newly added) An apparatus as defined in claim <sup>32</sup>~~80~~, wherein:

the controller further determines when each player has received the predetermined number of bonus points which entitles the player to select the prize; and

the player control element used by the player to select the prize is activated by the controller upon determining that the player has received the predetermined number of bonus points and upon signaling from the dealer control elements.--

<sup>32</sup>  
~~--82--~~ (Newly added) An apparatus as defined in claim <sup>31</sup>~~79~~, wherein:

the prize display includes indications of a plurality of different prizes available to each player who accumulates the predetermined number of bonus points; and

the controller randomly selects one of the plurality of different prizes in response to the manipulation of the activated player control element of the player interface unit by the associated player.--

<sup>35</sup>  
~~--83--~~ (Newly added) An apparatus as defined in claim <sup>34</sup>~~82~~, wherein:

the controller includes a random generator;

the controller causes the random generator to select each of the prizes on a random basis;

and

the manipulation of the player control element by the associated player signals the random generator to select one of the prizes.--

<sup>34</sup>  
~~--84--~~ (Newly added) An apparatus as defined in claim <sup>35</sup>~~83~~, wherein:

the random generator indexes through each of the different prizes on a random basis; and

the time instant when the player control element is manipulated is correlated to the one of the prizes which is indexed by the random generator.--

<sup>37</sup>  
~~--85--~~ (Newly added) An apparatus as defined in claim <sup>35</sup>~~83~~, wherein the controller establishes different odds for the random generator to select each of the prizes.--

<sup>38</sup>  
~~--86--~~ (Newly added) An apparatus as defined in claim <sup>37</sup>~~85~~, wherein:

each of the different prizes has a different value; and